

Sample Interactive Bible Studies *(using the cards without playing a game)*

1.) Genesis Survey

Pass out all of the cards and ask participants to find the people who are in Genesis. (There are 12.) The leader then asks questions about each character.

During the study and at the end, the leader should point out various connection to the Lord Jesus.

2.) New Testament Overview

Pick out and discuss the eight cards for New Testament people (Jesus, Paul, Peter, John the Baptist, the chief priests, Pilate, Mary, and the Antichrist). Discuss the relationships between the various people, especially with the Lord Jesus. Divide the eight into groups.

At the end stress the superiority of Jesus over the others seven and every-one in the top 55, including Moses and Elijah (Mat. 17:3-5).

3.) Hebrews 1:1-3

Pass out all of the cards, and Have participants find the prophets. The leader then asks questions about the various prophets and the prophets are put in chronological order. Participants may be asked which of the prophets they like best and asked to explain why.

At the end, the leaders stacks the prophet cards in chronological order, and then places the LORD JESUS card on top of them all and shows that God mainly speaks to us today through his Son. *Hear ye him!* (Mat. 17:5)

4.) Hebrews chapter 11

Pass out all of the cards, and ask participants to find the cards of people who are in Hebrews chapter 11. The leader then points out various things about each of these heroes of the faith. (He should also point out that Daniel is in Heb. 11:33, though he is not named.) The leader may asks questions about the various heroes. For instance, Which do you like best? Why?

At the end, the leader asks why the Lord Jesus is not in Hebrews chapter 11. In answer, he points out that it is because He is in chapter 12. He is the Object, the Author, and the Finisher of our faith.

5.) The Top Youth in the Bible

Several important Bible characters are mentioned as youth, though many others are not. Have the group help find these "top youth in the Bible" using the cards. Discuss them one by one, pointing out positives and negatives. The Lord Jesus, David, Jacob, Joseph, Isaac, Samuel, Jeremiah, Esau, Daniel, Esther, Benjamin, and Mary may be included as time allows.

At the end, focus on the Lord Jesus at age 12 as seen in Luke 2:41-52.

Instructions

Bible top 55

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the basics

1.) Be adventurous.

Learn as you go. Leaders do not need to know everything before using this material. The lists and booklet provide help and answers on the fly.

2.) Be flexible.

Choose appropriate games and form teams to help beginners. More difficult cards can be removed and rules changed to fit the group. Used wisely, this material is great for young and old, beginners and advanced students alike.

3.) Be educational.

Leaders should focus on teaching about the Bible characters as the games are played and points are scored. Games should be fun *and* educational. The *Getting to Know the Top 55* booklet is great for reference and leader use.

4.) Be evangelistic.

The data and cards show that the Lord Jesus is #1 by a huge margin. Why this is so should be taught and stressed in all studies and games.

Various Games

1.) Slap-the-Card Game

The cards are placed face up on the table, and the leader teaches some basics about the Bible characters. Then the leader calls out a name or a subset of characters. (Examples: 'Sarah' or 'in Genesis') Participants slap an appropriate card to claim it. They may be required to say something (or several things) about the Bible character.

2.) Good / Bad Game

Participants take turns randomly selecting a card. If the card is for a character who is considered a good person, the player keeps that card for one point. If the card is for a character who is usually thought of as bad, that card is rejected and removed. Usually the character is good in some ways but bad in others. This should be discussed, and a decision on the use of the card made by the group. The cards for the Lord Jesus and the blank (wild) card are both worth three points.

3.) Top-Card Game

Participants each receive one card. The player who has the highest ranking card wins all the cards in that round. Option: the winner may be required to say something about the characters on the other cards in order to claim them. The leader should be prepared to comment on why particular characters are highly ranked or otherwise.

4.) Who are you?

The goal of this game is to guess who a chosen Bible character / card is by asking as few (yes / no) questions as possible. (Sample questions: 'Are you a New Testament person?' - 'Are you very bad?') This game can be played with a large group, if there are enough lists. Cards may be used but are not required. Various question categories (i.e. character groupings) are shown on a print that comes with some Top 55 lists.

5.) Who came first?

Two or more cards are selected (from the table or the deck), and participant are required to put the Bible characters in chronological order in order to keep the cards. The leader may choose to select several well-known characters to be studied, thus keeping the game simple for beginners. This is a great 'review' game.

6.) Linking Game

Each turn, participants turn over one or two cards and try to link the cards in some way in order to claim them. For instance, if two members of a particular family are turned over at the same time, the link is easy to see. Logical links may also be made. (Examples: 'Jeremiah and Elijah were both prophets.' 'Mary and Sarah both had famous children.') Unlinked cards remain in play, face up on the table.

7.) Group-Them Game

Participants try to group as many of the Bible characters (cards) as possible. For instance, they might form groups of prophets, kings, Gentiles, etc. Usually this is a team game. The teams should explain the groupings they used. The leader should be prepared to comment on things, such as about the large number of kings.

8.) What's my rank?

Participants are asked to guess what the ranking of a particular Bible character is. The answer is considered correct if the ranking suggested is within 5 of the ranking shown on the card and on lists. If the answer is exactly right, the player gets another turn. Leaders should teach some basics about the rankings observed on the list being used before the game begins. He may also comment on why the character is quite high or surprisingly low on the list.

Bonus Matching Games *(using two sets of cards, with differently-colored backs)*

Select a limited number of cards, eliminating some of the more difficult ones. Make sure there is a matching card for each card used.

9.) Table-Top Matching Game

Place all selected cards face down. Players take turns turning over two or more looking for a match. Discuss the characters.

10.) Large-group (walk-around) Matching Game

Each participant is given a card and tries to find the other person in the group with the matching card by introducing herself or himself (as the character!) to others until the match is found.